

**Amendments to the Specification:**

Please amend the paragraph running from line 15 to line 27 on page 2 as indicated below:

Another approach for determining the location of an target is presented in Leibe *et al.*, "The Perceptive Workbench: Towards Spontaneous and Natural Interaction in Semi-Immersive Virtual Environments," December, 2000, found at

~~www.cc.gatech.edu/ccg/projects/perceptive/perceptive\_cga/perceptive\_cga.html~~ (hereinafter "Leibe").

Leibe discloses a system where multiple near-infrared light sources are arranged below a desk. A camera with a filter that blocks out all visible light is also located below the desk. The underside of the desk is illuminated by the near-infrared light sources. Everything close to the desk surface reflects this light and can be seen by the camera under the display surface. Using a combination of intensity thresholding and background-subtraction, interesting regions of the camera image are extracted and analyzed. One disadvantage of the approach disclosed in Leibe is that only the location of targets that are close to the desk surface can be determined.